

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method for providing a visual production on a computer system, wherein the computer system includes a processor executing a rendering engine to produce images on a display, wherein the computer is coupled to a network, wherein a data source is also coupled to the network so that [[data]] a stored plurality of predefined control commands derived from a script created by a human author can be transferred from the data source to the computer system via the network, the method comprising the steps of
 - receiveing transferring camera the control commands from the data source [[to]] at the computer system; [[and]]
 - rendering a character on the display in response to a first control command;
 - rendering an object on the display in response to a second control command;
 - animating the character to perform an action with the object in response to a third control command; and
 - changing the view of a scene being rendered in the computer system in response to a fourth the camera-control command[[s]].
2. (Original) The method of claim 1, further comprising the steps of associating a name with an object in the scene; and using the name to define a camera position to render the scene.
- 3-4. (Canceled)
5. (Currently Amended) The method of claim [[4]] 1, further comprising using a default area in a scene to determine a camera pointing direction.
6. (Original) The method of claim 5, wherein the step of using a default camera area includes a substep of
 - determining an action area where action in the scene is occurring;
 - defining the default area to include at least a portion of the action area.
7. (Original) The method of claim 6, wherein the action area includes object movement.
8. (Original) The method of claim 7, wherein the action area includes character speaking movements.
- 9-11. (Canceled)

12. (Currently Amended) The method of claim [[11]] 1, further comprising setting the camera position at substantially the object's position in response to a camera position control command.

13. (Original) The method of claim 12, further comprising omitting rendering of the object.

14. (Original) The method of claim 11, further comprising setting the camera position adjacent to the object's position.

15. (Original) The method of claim 11, wherein the object position is changing, the method further comprising setting the camera position at a point that is derived from the object's changing position.

16. (Original) The method of claim 11, wherein the object includes parts having positions, the method further comprising setting the camera position relative to one or more of the part positions.

17-31. (Canceled)